

SKYREALMS of Jorune™

CHARACTER GENERATION

Name	AGILITY / 4	FATHER'S OCC.	FRIENDS
Race	SKILLS 1	MOTHER'S OCC.	SIBLINGS
Occupation	SKILLS 2	MONEY	FOCUSES
		LINKS	

Select *Race* • Starts on Page 47.

Select *Occupation* • Starts on Page 55.

Choose your character's *Name*. •

List characteristics • Choose one of the following three methods for generating characteristics, then generate each of the four skills in each group according to your chosen method. No characteristic can be above 19, except for *Isho* and *Color* for *muadra* (see page 48). •
 A. Distribute 50 points in each of the three groups of characteristics.
 B. Roll 4d6 for each characteristic. Use total of the three highest dice for each characteristics. Apply 1d3 points to each column of characteristics. C. Use the occupation templates on pages 55-64.

Divide Agility by four • Round down. This is your base for *Jump*, *Swim* and *Climb*. Take the total number of your *Agility* and distribute those points between *Jump*, *Swim* and *Climb*. List modifiers for *Race* (page 130). Get *Lifting Weight*, *Size Modifier*, *Injury Bonus*, *Agility Bonus* and *Strength Bonus* from *Strength Chart* (pages 51-52).

List skill levels for your occupation • See pages 10-14 in this book.

Subtract occupation cost from Education • Multiply remaining *Education* points x3. Enter in *Skills 1*. Apply this number of points to occupation skills, including weapons.

Multiply original Education x 3 • Enter in *Skills 2*. Apply that many points first to any skills except *Practical* skills, including weapons; and then the same amount again to any skills except *Common* skills, including weapons. You may open new skills or improve existing skills with these points.

Roll 1d6 for age • If roll = 6, roll again and add both rolls together. In either case, add the result to a base of 20 years. Characters over 26 receive 10 additional skill points to distribute.

Get height and weight • Page 16 of this book.

Parents' occupations • Choose parents' occupations. It is assumed that both parents had occupations and all occupations are open to both sexes (yes, your mother could have been a *thike* fighter). You gain 2 bonus skill points to spend on skills from either of your parents' (or your guardians' or *klade* master's) occupations.

Calculate money • Roll 3d6. Your character begins with this number of *gemlinks*. Spend money as you see fit to supply your character. When you purchase weapons, fill out all spaces on your character sheet for each weapon. If you fail to include your bonus values, the *sholari* is not obligated to take care of it for you.

Roll for friends • Add *Social* and *Education*, divide by ten (round down). These are the people outside your family who have influenced you.

Roll for siblings • *Woffen*, *bronth*, and *cygra*, roll 1d6. *Boccord*, *human* and *muadra*, roll 1d6 and subtract two. Negative = only child.

Calculate Focuses • Divide *Learn* by three (round down). This is the number of skills to which you can apply primary *Attainment Points*. Additional *Attainment Points* may be awarded (at the *sholari's* discretion) to be applied to other skills.

Note Stamina • *Stamina* is equal to your *Constitution*.

NOTE :

You can earn another 1d3 characteristic or skill Rank points by writing a two page character history that is approved by your *sholari*.

SKILL CLASSIFICATIONS

Skill	Type	Skill	Type
Acting	Other	Language (Specific)*	Other
Advance	Combat	Languages (General)	Other
Arithmetic	Practical	Limilates (Find)	Other
Astronomy	Other	Limilates (Prepare)	Other
Bargain	Common	Literature	Other
Battleaxe	Combat	Longbow	Other
Bio-tec (Advanced)	Other	Lore	Practical
Bio-tec (Basic)	Practical	Mathematics	Other
Biology	Other	Medicine	Other
Bochigon	Other	Military Etiquette	Other
Bola	Other	Morning Star	Combat
Bow	Other	Orating	Other
Bribe	Common	Painting	Other
Bureaucracy	Common	Philosophy	Other
Caji Etiquette	Other	Physics	Other
Carpentry	Other	Pibber	Other
Carving	Other	Pick Locks	Other
Climb	Athletic	Pick Pockets	Other
Club	Combat	Pike	Combat
Conceal Self	Common	Pistol	Other
Contacts	Common	Play Musical Instrument	Other
Cooking	Common	Prestidigitating	Other
Creature Care	Other	Rifle	Other
Crossbow	Other	Sailing	Other
Crystal Cutting	Other	Sculpting	Other
Current Events	Practical	Search	Common
Dancing	Other	Set Traps	Other
Defend w/ Shield	Combat	Set up Camp	Other
Defend w/o Weapon	Combat	Shipwright	Other
Drinking	Other	Singing	Other
Earth-tec (Advanced)	Other	Sis-ganj	Other
Earth-tec (Basic)	Practical	Sis-naun	Other
Entangle	Combat	Sling	Other
Etiquette	Other	Spear	Combat
Evade	(roll against Agility)	Staff	Combat
Farming	Other	Stealth	Common
Fast Talk	Common	Story Telling	Other
Fauna Recognition	Practical	Swim	Athletic
First Aid	Common	Sword, One-handed	Combat
Fishing	Other	Sword, Two-handed	Combat
Fist	Combat	Tackle	Combat
Flora Recognition	Practical	Tailing	Common
Foraging	Common	Talmaron	Other
Gaming	Common	Tarro	Other
Geography (Advanced)	Other	Teaching	Common
Geography (Basic)	Practical	Thikes	Combat
Geology (Advanced)	Other	Thombo	Other
Geology (Basic)	Practical	Thridle Madness Etiquette	Other
Getting Around	Common	Tracking	Common
Halberd	Combat	Traveller	Practical
History (Local)	Practical	Trident	Combat
History (World)	Other	Turret	Other
Horse	Other	Underground Information	Other
Information Search	Common	Weather	Practical
Interaction	Other	Whistling	Other
Isho Weather	Other	Wilderness Travel	Common
Juggling	Other	Withdraw	Combat
Jump	Athletic	Writing	Other
Kick	Combat		
Knife	Combat		
Knife, Throwing	Other		

* All characters have their own language at Seasoned, and the written form of own language at -3 the spoken skill.

Transfer characteristics and key information to your Character Sheet